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** BANKMON V1 **

BANKMON allows you to inspect and modify the contents of 2068 memory in Bank 0 (Dock), Bank 254 (Exrom) and Bank 255 (Home), in hex, decimal or ASCII format. Bankmon is not a disassembler or debugger; for those purposes I suggest Ray Kingsley's HOT Z.

BANKMON is intended for use with the Aerco Disc Drive, and includes a Directory function which provides more information than the CAT "", command by itself. A TRANSFER BYTES function is also included, allowing the user to use AERCO's on-board 64-K RAM.

BANKMON is almost entirely in BASIC. It uses a relocatable 240-byte routine to access the 2068's bank-switching code (as corrected by the disc system) and for hex/dec conversion.

BANKMON has one important restriction: memory in Chunk 3 of any non-home bank cannot be accessed. This would shadow the stack, which is not permitted by the bank-switching code. I intend to remove this restriction in the next version, by shifting the stack for such accesses. Meanwhile: any attempt to access Chunk 3 of a non-home bank will result in a "STACK SHADOW ERROR" report.

Current location can be changed simply by pressing ENTER (to go up one) or L and ENTER (to go back one) or N to input a new current location, in dec or hex according to the mode you're in, as indicated by the prompt.

RUN mode (command R) in effect presses the ENTER key for you continuously, until you press any key to quit. Press SPACE to pause, again to resume, any other key to quit RUN mode.

ASCII DUMP and HEX DUMP display 24 and 8 bytes per screen line respectively. The dump commands ask whether you want RUN mode on. There is no decimal dump.

The "current location" and its contents are always displayed at bottom of screen. To modify contents of current location, simply type in the new contents desired and press ENTER. Data must be in hex or decimal, as indicated by the prompt. In "byte" mode, you enter a single byte. In "word" mode, the data you enter goes into two locations: the current location (low-order) and the one after (hi-order) and the current location is incremented by two.

Instead of modifying contents of current location, you can enter any menu command. All commands are a single letter above F in the alphabet. You will be prompted further as necessary.

BANKMON is rather large, and can be shortened by deleting lines serving functions that one doesn't need, in case one needs more ramspace.

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